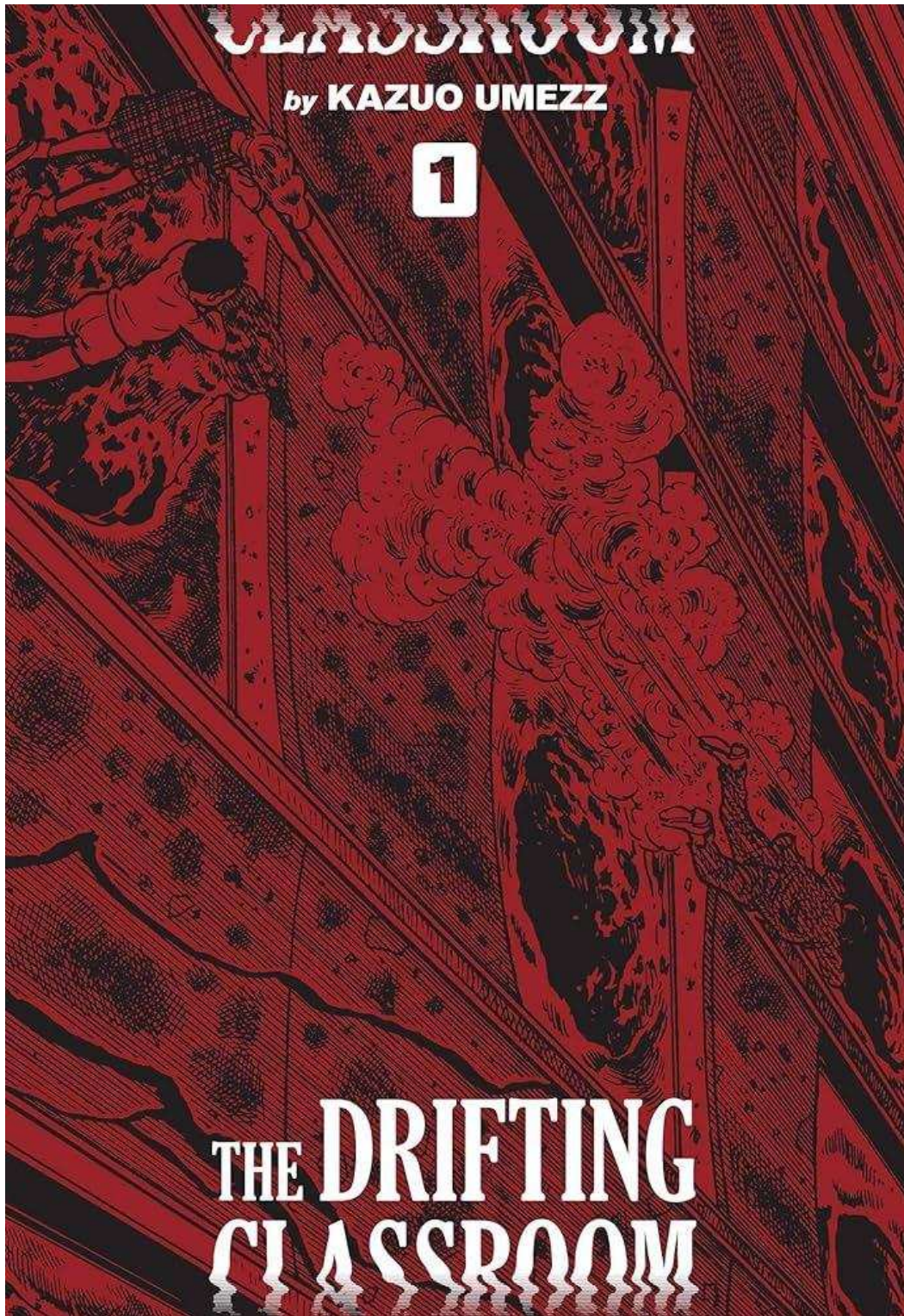


Drifting Classroom Jump

Version 1.0.0



Welcome to the world of the Drifting Classroom, Kazuo Umezu's classic horror manga. This is a world showing the adventures of a - then modern - elementary school transported forward through time to a post apocalyptic future. After the teachers snap and kill each other, it's up to the 6th grade class to play fathers and mothers to the younger children, and shepherd them through the act of surviving - or mostly failing to survive - this terrible future.

It is a world driven to desertification and waste. It is a world that is toxic and broken, poisoned by humanity. It is a world of mutants and monsters, and where everything seems to be trying to kill the students. It is a world where, simply put: things get worse. Yet despite all this there is a certain underlying hope for the future.

You will be arriving when the school is catapulted into the future, arriving at this post-apocalyptic waste with all the children. You will be staying here, barring certain options later on, until one week after the manga would end. Survive that long and you will have done well enough. You'll be unable to return to the past until approximately when the students finally attempt to.

To help you out in your time here take these:

+1000 Classroom Points

Good luck and good jumping.

Location:

You will be arriving in the school as it has just been transported to the apocalyptic future. If you're a Child you will be arriving in your classroom. If you're an Adult you will be arriving somewhere appropriate in the school.

Age and Gender:

Your gender is your own to choose. As a child your age is locked at that of a 6th grader or younger. As an adult your age is yours to choose - you could take that nature and be 11 or younger if you wished.

Nature:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item which are Free instead.

Child:

By selecting this nature you may select one of the three roles below. You will get discounts on perks associated with the role, as well as floating discounts on Items. However your out of jump perks, powers, and abilities are sealed as you are reduced to Body Mod, as well as your items, followers, and companions. Imported companions may still join you but they are also required to have the Child nature and will be likewise reduced and sealed. You will have no access to your warehouse until the end of the jump where you may have a span of time with these restrictions lifted to store things in your warehouse. You are also reduced physically to within the normal range of a 6th grade child in all regards - no seeing infrared and ultraviolet, or outrunning cars or even just being more than 3 standard deviations above the curve - though perks from this jump are not reduced; **A in PE** will put you slightly above this limit in physical categories across the board, and **Mutant** will make you substantially physically inhuman after all. Finally you will be unable to leave the future until after the poisonous smog has struck the school and flowed over it.

If you want an extra challenge, or fear this world with these restrictions you may choose to forgo the 1000 CP stipend you just received to instead enter this jump as a Gauntlet. You will only receive CP from drawbacks, but if you die it will not count as chain failure instead merely failing this jump. This will also make you eligible for special rewards at the end of the Jump.

You may choose to have a background and memories in this world, or appear with no actual connections or past, though the teachers will have you on roll as a new transfer student.

Good Kid

Student Body

Problem Child

Adult:

By selecting this nature you do not gain a role. You will have no discounts, and in the case of General Perks pay the 2nd **red price**. In addition you receive $\frac{1}{2}$ CP from drawbacks, and may gain no more than 600 CP from them. Companions may still choose to take the Child nature, though they will be sealed by it as well. For any purchase which has a different effect post-jump you may choose to have the post-jump version during this jump.

This also increases the base time you have to survive in the jump from 1 week past canon, to 10 years.

As with Child you may have a background and memories as a teacher at the school, or choose to drop-in, though in this case you'll be someone who appeared at the school with no clear reason to be there.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Concentration (100 CP/300 CP): You have a surprisingly good ability to focus on a single idea for a monk trained in meditation, much less an elementary student. You could focus so much on the idea of a chair that to creatures which detect thoughts you simply became nothing more than a chair yourself and continue to do so even with it crawling past you on the hunt despite all the fear and terror which should come with that. Who knows, if you have enough kids focusing on the same thing you might even manage a minor miracle. This sort of mental focus will of course make you good at meditation, help you block mind readers and telepaths with willfully presenting certain surface thoughts, or simply make you really good at anything that requires you to focus powerfully on a single idea.

Gardening Club (100 CP/150 CP): While you might not have time to put it to use if you manage to take the option to leave at the earliest opportunity, if you want to stay here for a long duration you might need to learn how to farm. Thankfully this has you covered. You know how to tend to plants and crops, and even how to till the soil. You actually have a knowledge of growing plants to put most adult farmers to shame, and crops you grow tend to be unusually bountiful for the conditions they were grown in.

Minister of Defense (200 CP/350 CP): You know how to fight till the very end. You just don't seem to react to pain, or shock, the same way a normal person - much less child - does. A monster could cut off your hand and the pain and shock wouldn't bring you down, you'd be able to continue fighting until your body was too mangled to move, your guts ripped out, and the sheer loss of blood and damage brought you down. You can still die from blood loss, or organ failure, but you'll stay conscious and functional, able to act despite the pain and not suffering from light headedness, dizziness, and the like, far longer than normal. You also just seem to be able to live with less blood or less function from your organs than normal. You aren't any harder to damage than a normal kid, but it does take a lot more damage to bring you down.

Mutant (400 CP/400 CP): You are a member of the mutant offshoot of humanity living in the future, or maybe you've just eaten a mushroom rather early and become a similar being at an impossibly quick rate. Walking quadrupedally on 4 legs that rise up over their body like some types of spiders, and which end in 4 clawed, but prehensile digits, you

possess a human-like face, though it misses eyes, and possesses sharp, flesh tearing fangs, and a large hunched peak on your back with a single great eye. Your body is covered with hardened scales, and you are stronger than a human, able to break apart a heavy padlock by pushing against the door it holds closed, but not overwhelmingly so, or even to the point that humans hitting you with the bladed edges of shoves couldn't possibly kill you if they struck your eye hump. Still you're able to climb with ease using your arms, vomit forth great masses of web capable of being used as bridges or tangling up and catching prey (such as humans). You're also capable of communicating with each other telepathically. Finally you're simply more suited to the future Earth, capable of consuming its creatures and vegetation with far less fear than a normal human, are in general much more resistant to poisons and toxins and require less water, and can see better in poor light conditions.

At the beginning of the jump you'll be a juvenile of the species, the equivalent of a 6th grader. This will reduce your strength somewhat, though still leave you stronger than a child, though you'll still possess the other advantages in full, though you may produce somewhat less web. Post-jump this will become an alt form and default to the age and maturity it normally would. Post-jump your telepathy will also expand to allow for willing communication with any nearby sapient creature.

Also to stop this from being a trap option you are immune to the scent used by the giant worm to gather prey to eat them. You won't be drawn in by that horrid scent. At least so long as you didn't take the **Mushroom Eater** drawback.

Drawing forth Nightmares (600 CP/800 CP): Nakata possessed a terrible and awful psychic power. He was able to - uncontrollably - project a monster from his subconscious, creating a terrible bug monster which was completely unstoppable by the children, only stopped when he was shocked into breaking out of his right mind space to create it, and then creating another swarm of tiny versions when he was fed once more.

You possess a similar, but much more controllable, version of this power. Like Nakata you are able to project landscapes and creatures from your nightmares. These turn into the same sand they are formed from if disrupted or destroyed - including if a piece is bitten off or digested - making them useless to eat. These nightmare creatures are dangerous and powerful - just like Nakata's - though don't expect them to have esoteric powers beyond low end telepathic senses. Projecting this creature also drains your body and makes you hungry, greatly increasing your metabolic demands.

You do not have full control of this creature, it is a horror from your nightmares, which attacks and kills those things around you. But unlike Nakata you are able to control when it is summoned or wilfully dismiss it. If it is dismissed you must eat a meal before projecting it again, and if something manages to destroy it or forces you to close the connection you will have to summon a new version, though these destroyed versions will be available again at the start of the next jump.

Post-jump this creature will scale somewhat to you; it won't remain as overwhelmingly powerful as this was compared to a small child, but the stronger you get the stronger it will get. It will even be able to copy some of your esoteric or 'hax' abilities, though they may function somewhat differently.

Good Kid Perks

A in P.E. (100): You're rather fit for a child. You're probably the fastest runner in the class with only Sho Takamatsu being able to compare to you. A 2 meter long jump would be easy for you despite short, child legs, and being half-starved and exhausted, and you could probably throw another child the same distance if you had some centrifugal force going. You're pretty much a 6th grade version of a peak human. And when you're an adult you'll be pretty much 'peak human.'

Decisive (200): In a disaster the most important quality of a leader is decisiveness. A leader has to be able to make decisions quickly and efficiently, as when a hoard of mutant starfish, or spider-like mutant future humans, or a cloud of flesh eating smog descends you don't have time to stop and weigh options.

You would make a good leader. You are able to think quickly on your feet, act without hesitation, and weigh your options well when forced to do so quickly and without the chance to properly consider them. This still relies on your information and knowledge, and you won't always make the best choice to the limits of this information, but you'll always make one that's good, and similar to what you might do with minutes instead of seconds to think it through.

Little Father/Mother (400): You might only be a 6th grader, but you're more emotionally mature and balanced than the teachers. You possess a stoic will, able to suppress signs of emotion, and even bear their weight without showing it or acting on them, when you have a need to do so - such as when you know those around you cannot stand on their own emotional legs and need a pillar to lean on. You are also very sane, not suffering from breakdowns that other children might when you find yourself in a post apocalyptic wasteland, surrounded by a murderous environment and creatures, and expected to somehow keep the rest of the - mentally breaking down - children alive, you'd have the mental solidity to stay sane and yourself and not break down from the stress. You can even stay a reasonable, and rational person while the very children you keep sacrificing your own psychological well-being for turn upon you and try to kill you en masse... twice.

Simply put your emotional and mental stability are downright absurd, especially for a child, and stress and trauma will never break down your mind, and it'd take an outside force actively working on your brain, mind, or spirit to truly damage your psyche or make you act in madness, and even then your mental stability will make it harder on them.

Plot Armor (600): In a terrible, post-apocalyptic future life is cheap, unless you're Sho, Nishi, Sakiko, Yu, Otomo... you know a major character. Water hits Sakiko and a wall of girls hard enough to decapitate some of the girls and Sakiko not only survives the entire flood, but is completely unharmed despite being the one closest to the oncoming water.

As the main character of your chain it makes sense that you'd benefit a bit from this as well. Death seems to target everyone else around you before you. Monsters target other people first. You get hit in ways that hurt but don't kill. You get knocked out when facing a monster that hunts by following thought patterns. When you're about to face the monstrous hoard, a higher apex predator comes and calls them into its mouth with a bewitching aroma. Well that last one is rare even for you; usually this will stop shy of a deus ex machina. Still death doesn't come for you easily, and you'll usually be given second (or even third) chances that no one else would be afforded. Just remember, even Sho could have died if his wits were a little slower, if he made worse decisions, or wasn't as fit... This will help you survive dangerous situations but it won't guarantee you do if you're too far over your head, or don't take advantage of the chances it provides.

Student Body Perks

Persistence (100): Not really a universal trait among the students, but one of the more common ones among those who survive. You are able to go with less food and water than normal, for longer, and operate better when doing so than normal. During this jump it's only a small boost, maybe 10-15%, to the first two, although a fair bit more to the last, starvation and dehydration affecting your ability to perform maybe half as much as normal until it finally just outright kills you, post jump you'll find it become much more effective, able to survive on maybe a third of the nutrients and water as you should need, and last three times longer below that level.

Future Doctor (200): Your father was a doctor. Of course you're an elementary school child, so that really doesn't explain this. Still you're a surprisingly good doctor. Honestly you'd be a good doctor in any hospital, but you excel at diagnosis and surgery under less than ideal conditions. You might misdiagnose early symptoms of the bubonic plague such as jaundice as being from a failing liver, but you could diagnose plagues and diseases effectively with nothing but memory and your own eyes, and if you recognized someone had appendicitis you could perform surgery to remove an organ safely with just school supplies (or perform other surgeries if necessary). Honestly your medical treatment seems to be far more safe and hygienic than situations should allow; your patients rarely have to fear infection after your treatment even in horribly substandard conditions for such a surgery.

Genius (400): You might just have an IQ of 230, which given the highest recorded is 228 is pretty good. Or at least kids would believe you had such. Like Gamo, you're a genius. While this helps you most with STEM related fields - even in 5th grade you could teach most adults and teachers a thing or three about science and math - you're a receptive sponge when it comes to learning things in general, have a sharp memory, and are naturally excellent when it comes to solving problems presented to you, and thinking through abstract and hypothetical situations. In simple terms you're extremely smart, and almost certainly the smartest person of your age in Japan with the possible exception of Gamo.

Link to the Past (600): Somehow when the school was thrown into the future you became a living link between the two sides of the temporal bridge. Oh you didn't have part of your body separated from the rest of you, or anything like that. Instead you're more like a radio, able to transport voices from your new present to the old one. This only works when you're unconscious, and will only project them from and to people with a strong connection to each other, and seems to require a touch of emotional intensity. Still when you're unconscious you could possibly be used to get one of the children in touch with their parent. It does require a strong connection, so don't expect it to work for all of the kids or all of their parents; given the time period and cultural mores of Japan expect it to mostly contact moms. Being used in this way is draining, and overuse could push you into a coma. You could with practice, awareness of this ability, and concentration use it while conscious, though you'll still not be able to directly connect yourself with enough to communicate with them.

Post-jump you'll be able to serve as a radio between your present and other time periods you traveled from via some means of time travel, or, if you haven't time traveled, a specific period in the past at least 100 years ago. You won't get to choose the precise when, that'll be up to your benefactor or the vagaries of fate, but it'll be at least a century ago and usually some plot relevant period. You'll still have to be unconscious, and some emotional need from someone is necessary, but the connection requirements will be loosened; there still needs to be a connection, but you might be able to get someone in contact with their own past life, or their ancestor, and it doesn't require a particular emotional bond between the recipients.

Problem Child Perks

Where'd They Get Those Spears (100): Don't turn your back on 3rd graders, they'll have bamboo spears in instants. Or at least it feels that way around here. You're excellent at building weapons, fortifications, and traps out of wood, bamboo, rope, and maybe some metal blades that you find laying around. When working to make makeshift weapons or fortifications out of basic materials, not only do you know how, surprising as that is for an elementary school student, but you seem to do so with remarkable speed easily doing the work of 2 full grown adults as a child and they're sturdier and stronger than they should be given their construction and materials. Still won't do more than slow down the monsters you might find around these parts, but they should be pretty good if you decide to go to war with other kids, and slowing them down might buy you all the time you need at points.

Roughian (200): Sho Takamatsu is a pretty tough kid. He's stronger, faster, and reacts better in a fight than the other kids. But he's not undefeated. The leader of the girl gang did beat him, albeit when he was tired and exhausted already. You're an excellent fighter, and brawler, with good instincts for how and when to throw a punch. You're especially good at fighting dirty whether it's a sucker punch, or clawing someone's face, you're pretty nasty in a fight. You might not be the strongest, or the fastest kid, but when it comes to pure violence you're probably the most dangerous.

Mercy for the Merciless (400): What is it with the punishments given to people in this manga? One is killed in self-defense, one dies due to the black plague while fighting his own witch hunting minions, and the others are given slaps on the wrist; Sekiya's punishment could even be called a reward given he's simply locked in a room by himself, given a full share of the food, and expected not to work. You carry this with you into future jumps. The moral seem nearly incapable of punishing you. Capital punishment from those who are honorable, civilized, or 'good,' even in places and times where it's considered normal just seems not to exist for you. You might be locked away, banished, or disfigured depending upon what they do to the next step down, but even that might be excused if you could give them a sob story or be useful. And for things that'd normally not merit your death, you'll find your punishments still seem to be lighter; the amount you can get away with with just a warning is immense. It might be possible to eventually cross a line to where even the morally upright would kill you, but it's going to take some serious effort and showing that imprisoning you simply does not work. Those who have thrown away honor, morality, civilization, and all pretense of goodness, are more dangerous to you as they are free to kill you.

Beelzebub (600): There's something about you. You find it easy to get people to accept you as a leader or having a position of authority, especially if you play on their fears, or most violent tendencies. This works better in a situation of weak institutions and loose social order; if society collapses you'll be among the first that people look to for authority, if you just declare yourself president not many people will accept it. And just as you find it easy to rise to a position of authority by playing to the darkest and worst parts of human nature, you find that once people are under you they almost naturally follow your lead in indulging these traits and parts of themselves.

Surprisingly despite this they seem to be rather more, not less, faithful and loyal to you than they were to other, better leaders. Even if you treat them like disposable pawns they'll be surprisingly loyal. This isn't absolute, you could push someone too far so that they'd snap, and it works best if they also fear you - they won't be jumping to their death at your command if they don't think you might kill for disobedience - but you can get people to obey surprisingly far and for some reason they don't try and overthrow you. Well at least as long as you give them something to fear and a chance to vent their aggression on other targets.

Items:

A Child gets 1 discount on each tier of item (50 CP, 200 CP, 400 CP, and 600 CP). The discounted 50 CP item is free.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, though if you're a Child they will only be the base item purchased here until post jump, or even combine similar items purchased here.

School Uniform (50 CP): This is an outfit that an elementary school student would wear to school. While it can get frayed or dirty, it never seems to get to the point of falling apart or truly filthy. It won't work as armor, but damage beyond being frayed is restored quickly - within an hour at most - and filth past noticeably dirty is cleaned from it just as quickly, meaning you always have a uniform to wear... albeit one that's a bit worse for wear.

Post-jump you may choose to instead have this be the sort of suit or dress which would be worn by a Japanese teacher of the time period and change this at the start of each jump based on your age or whim. It will also fully repair and clean itself within 8 hours.

Snuck in Snacks (50 CP): Many of the children had brought some candy, cookies, or chocolate with them to eat or trade at school despite school rules. You seem to have gone a step further, having brought in nearly a full bag of such treats. It's not much, but given how little food there is in this world, you might be thankful to be the kid with the bag of treats that you can ration out.

Post-jump these snacks will refill daily.

Wood Ballista (50 CP): This is a small, wooden ballista such as the children built to face the bug monster. It is a simple, wooden ballista, that they fired once, had the single large bolt broken, and never repaired. Yours only comes with a single bolt, but will load itself and replenish its bolt after 24 hours, and even have the rope for tying it back and holding it tense until fired to fix itself after 24 hours as well. It's also strangely easy to position and move, and will even teleport to your location after 24 hours. It also automatically repairs itself over 24 hours.

Post-jump this will become a setting appropriate piece of siege weaponry or artillery. It's limited to non-self propelled weapons, and it'll only have the number of shots that such a

weapon normally load up at once. It will still automatically reload and repair over 24 hours.

Wooden Spear (50 CP): This is a wooden spear sharpened to a deadly point. While only a make-shift weapon, it's what most of the kids will eventually get and you get it early. It's surprisingly good at penetrating flesh for a wooden spear, capable of cleanly going through a child as if it was tipped with good steel. It will also be replaced within 24 hours if it's lost or destroyed, and you don't need to worry about the point breaking any easier than if it was metal.

Post-jump you have no need to fear it breaking from regular and normal use regardless of your strength, and it won't go dull either.

Canned Goods (200 CP): This is a supply of canned goods. While not as large as that found in the supply rooms, it's still enough to supply the entire school of students with food for a few days. They're not the highest quality stuff, but they're food.

Post-jump these supplies will appear in a special little pantry added onto your warehouse or other property, and will replenish weekly.

Kusari-Gama (200 CP): Well it's not really a kusari-gama, more a stone hatchet tied to a rope. It consists of a small handheld weapon of a stick tied to a rock, not even a particularly sharp rock though the narrow end is out as the weapon's striking surface, and a long rope tied to it. Still you'll find it extraordinarily sturdy, and strangely easy to use, able to spin it with ease, throw it further than you'd normally be able to throw such a rock, and that it hits harder than it should. The rope even has a way of tangling around your enemy's limbs, and it's strangely easy to pull the weapon back when you need it. It might not have the overwhelming power of a gun, or even the penetrative force and accompanying lethality of a spear, but given its strange ease of use you'll find it as easy to learn and use as a spear, able to be thrown and pulled back to you, and fairly hard hitting even if ultimately blunt.

Post-jump it will return to you if lost or destroyed within 24 hours, and will become even more responsive to your will and movements, allowing it to make rather odd curves in its flight when thrown by manipulating the rope holding it.

Pistol (200 CP): This is an ordinary handgun. It's only got a single small clip so don't waste your shots. Still it could be a pretty useful weapon around here.

Post-jump it will replenish ammunition over time, never jam, self-maintain/repair, possess reduced recoil, and return to your warehouse (or other similar storage space) if lost or destroyed within 24 hours.

Seeds of the Future (200 CP): These are several packets of seeds for farm crops. They're extremely hardy, far more so than you'd normally expect from domesticated crops, able to grow - and thrive - even in poor conditions without human attention, and are highly resistant to poisons and toxins. Though it's possible for them to fail to grow if choked out by evil mushrooms, or conditions grow too poor. Still they just might be able to grow in the wasteland sands around the school as long as you made sure nothing rooted them up. Their descendents (if they're breeds that can actually seed on their own) won't share these advantages.

Post-jump these seeds will grow in any soil, anywhere, without need for water, sunlight, or nutrients. Though their descendents will only be as hardy as those from the version during this jump. You will also get replacement packages of seed every year if you've planted some already.

Knife from the Past (400 CP): This is a rusted, crumbling knife. It's not something you carry with you so much as once per jump you will find it when you need it, stuck inside of a crumbling section of wall, or just laying about. It will break soon after you find it, but it will prove a highly effective weapon until it does so, able to cut through any defensive powers or armor, and leave wounds that ignore accelerated healing and regeneration. It could even kill an immortal being. It will only remain potent for a single battle, and will break no later than at the end of it and crumble to dust, not to be restored till the start of the next jump; if you somehow manage to restore it afterwards it won't possess this special potency again until the start of the next jump.

Medical Mummy (400 CP): This is a human mummy. It's not animated or anything, but there is a bit of a strange bulge in its stomach. It's a case of streptomycin, medicine for treating the Black Plague, and able to do so with remarkable ease, curing it and reversing it even after the plague has spread through the body. This case of streptomycin won't replenish till the start of the next jump but could treat the entire school. Post-jump this will be a panacea able to treat any non-supernatural disease or bacterial infections with the same ease; it still won't replenish till the start of the next jump, but it's a lot of fiat anti-disease elixirs. And while it's not guaranteed to cure any and all supernatural

diseases it's not useless against them, just if they're harder to resist or cure than normal diseases it may require more time, multiple doses, or yes it may fail.

Paradise (400 CP): This is a large structure which resembles a flying saucer, at least on the surface. It is in truth the top layer of an abandoned mechanized theme park. In addition to an entry and welcome lobby, it possesses various levels designed after various points in history - the age of the dinosaurs, the stone age, the Japanese feudal period, the mid 20th century, and a projection of what the future might be like as designed from the 1970s. The robotic attractions are meant to fight among themselves, and show people what daily life might have been like in those eras, but have gone dangerously haywire and rogue. Or at least dangerous to other people. While they're rather murderous, they seem to ignore you and your companions. The levels are lit, but lack any real plants, or food supplies, and the talking computer will not be found here. Still if nothing else it should be defensible, especially as the robots are strong enough to crush people's skulls and some have sharp, deadly throwing stars.

Post-jump it will be refurbished and well-maintained. At your discretion it can be a full functional theme park with a (minimal) follower staff and open to the public, or still overrun by murderously rogue robots and abandoned. In the latter case they will ignore your followers, and even be able to be controlled from a central room in the future level and have certain individuals designated as allowed to pass unharmed from it. Either way it may import into the setting, or simply exist as warehouse attachment - though it won't get many visitors as such.

Supplies from Space (400 CP): This is a small landing pod, about the size of a portapotty, designed to orbit the Earth as a satellite and detect your presence from space. It is full of lightweight, high energy food, as well as seeds, even some basic low size medical supplies, and whatever other supplies from the mid 20th century which can fit and would be useful for starting a new life on the wasteland of the post apocalyptic Earth. It will begin the jump in Earth orbit, and not drop until late in the series - about when Otomo and Sho would canonically split the school between them. Its exact contents will be specifically suited to your needs, though nothing that couldn't be acquired easily in mid 20th century Japan.

Post-Jump you'll get such a drop 1/week, and instead of supplies from 20th century Japan, it will be from whatever passes for the default civilization of the jump. Nothing that a civilian couldn't legally pick up in a metropolitan area, and even more than volume weight is at a premium, but these supplies will come to you, even if you're underground or in another dimension, at a location of relative safety and security; they won't appear in

a jail cell you're imprisoned in, but they also won't appear in the midst of your enemies where they could be looted.

Bust of a Goddess (600 CP): This clay bust looks like your mother. For a child's arts and craft project it's actually extremely well done and detailed, looking more like it was made by a master artist than a child. Still outwardly it simply seems to be a bust of your mother.

However you find that this forms an easy rallying point for a group. By projecting reverence towards this bust a group will find themselves having their fear, stress, and emotional woes calmed, as if the act of praising this bust was somehow reassuring and therapeutic, helping them to remain calm, happy, and mentally stable. In addition to that those who revere this bust together will find that they work together more smoothly and it's easier to get along with each other and empathize. This doesn't require true faith, just going through the ritual will have these effects as long as they do see themselves as part of the group and are not actively plotting against it.

In addition this bust is a highly effective focus for communal belief, desire, or faith, pooling together the will of those projecting towards it and helping to unite them. In a world where the human will can work miracles, who knows what could be done if everyone was to work together around this bust.

Post-jump you may have this bust appear as any god or entity you serve, or even as yourself instead (and may change this appearance at the start of each jump). In addition to the above it will serve as a highly receptive conduit of faith or worship towards whatever it is modeled after, making worship directed towards them through it count as something like double.

Mechanical Oracle (600 CP): This is a large, room filling 1970s style computer, though it possesses sophisticated voice activation, a visual input allowing it to 'see', and advanced AI allowing it to effectively formulate answers to questions and to do so while actively making value judgments about sources and actually understanding the questions. If asked a question or it has a situation explained to it with a request for a plan or advice it is able to use its databases to formulate a plan or give you an answer with a fairly accurate assessment of how likely it is to be correct or successful. This is limited by its database after all. Unfortunately its database is damaged and it is nearing the end of its operational life span. Still it should be able to give you good advice on how to survive this world, even if forced to deal with hypotheticals, until it dies; the more you use it and the more difficult the questions the sooner it will die, so choose your questions wisely. And of course garbage in garbage out; you have to ask the right questions.

Post-jump it will be fully repaired and operational, and its database fully restored with most or even all 1970s scientific (including social science) information, and it will be able to scrape other databases for information, including information on the trustworthiness of various information sources. It might take it a long time to completely copy the internet into its databases, but it'd be a simple task to instal an internet adaptor into it and it could copy a sizable portion of the internet into its databases, as its data storage will be upgraded to modern standards instead of 70s ones, allowing for a very impressive amount assuming you don't upgrade its storage.

Stick of Dynamite (600 CP): This is a stick of highly explosive dynamite. One of these, placed under the teacher's lounge, caused this whole mess in the first place. As a weapon it's a fair deal stronger than anything else the children have access to, and regardless of what you drag it through it won't ever be set off unless you intentionally ignite it, and it won't become a dud due to things like moisture. It's perfectly safe, until you light that fuse.

It doesn't explode with any more force and power than normal for dynamite, but it does have a rather special quality. That is its explosions can trigger a collapse in the wall of time where it has already been weakened. The larger the preexisting damage to the wall of time the larger the collapse, but if you exploded it at the right place you might be able to return things close enough to its explosion to the past... or at least you could once the death smog has passed from the school and returning from the future is allowed (if you didn't take a drawback that prevent that). Even before that you might manage to send someone or something else back in time.

Post-jump it can also blow apart the walls between dimensions and realities where they have already been fractured or damaged. It might be able to reopen a sealed portal, or create a crack to follow some sort of teleportation or time travel. At least if you blew up the right location. In addition post-jump once you have used this dynamite you'll get a new stick within 1 month.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 300 CP; they gain a nature same as you, but if you are a Child they must be as well, and even if they are a Child they do not gain a discount on a 400 or 600 CP item. You may import or create up to 8 companions this way.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

If taken with Gauntlet mode your companions instead gain 50 CP for every 150 CP you gained from drawbacks.

Canon Companion (Free/50 CP): You may take any canon character who survives the jump and is willing to join you along as a companion for free. If you want you can pay 50 CP to remove their free will from the equation, as well as the necessity for them to survive till the end of the jump.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. Adults receive ½ CP from drawbacks and may only gain up to 600 CP from drawbacks.

Actually Drifting (+100 CP): You know it's not a single classroom, being an entire school, and it's not actually drifting, having merely been transported through time and then fixed in it. Oh you could say they're adrift away from society. Now, though, you'll find that when you're in the school or another place of relative safety for any considerable amount of time the world outside of it changes, drifting to another age or maybe parallel earth. These changes won't make it any more (or less) inherently dangerous, and the changes seem to be by degrees, but by changing the dangers and world around you it will make it harder for you to keep track of dangers around you.

Big Eater (+100 CP): You need to eat a lot more than a normal child. We're talking more than twice as much. This wouldn't be too bad, except given how short supply food is around here, you're probably going to draw a serious amount of unwanted attention and resistance to you having twice your share.

Late Arrival (+100 CP): You will not arrive in the jump until after Professor Wakahara has killed all the other teachers. The good news is that you miss Sekiya's first rampage. The bad news is that the teachers could have been useful if you managed to save them.

No Cars (+100 CP): Normally there'd be several cars belonging to the teachers in the parking lot. These are forgotten about after Professor Wakahara is killed, when the children could have used them in some fashion even if driving them was made difficult by their small sizes. Now the teachers all took the train to work and these cars don't exist, in addition if you try and use a vehicle of any sort it will fail to start, break, or explode in your face. And do remember that Nishi was only saved by Wakahara finding her when driving, so you may need to prevent her from wandering off to die, and who knows whether Sho will be in a place his mother can help him when Wakahara tries to kill him without a car.

Isolated Start (+200 CP): You do not begin in the school with its relative safety and resources, but somewhere in the wasteland. You can possibly find your way to the school, it still exists, but it'll take some work.

Longer Stay (+200 CP/+400 CP): Normally, unless you were an adult, you'd only have to stay in this world, until the canon end of the manga. Now you'll have to spend a full

year after the end of the manga in the future before the jump will end, and returning to the past will be impossible for you. For the higher value you have to spend 10 years in the future.

If taken as an Adult this instead increases your time in the jump to 20 years and 100 years respectively. It will also make returning to the past impossible.

Mushroom Eater (+200 CP): Did you eat one of the mushrooms which will grow in this future? It can't be there's not been time for that yet. Even so you seem to have had your aesthetic sensibilities reversed. Things that should be terrifying and disturbing are likable, and things that should be beautiful are disgusting. It's not something that completely can't be fought with reason; you still recognize that someone trying to stab you is dangerous, but you might find yourself sorely tempted to go into a horrid smelling monster's mouth because it smells just so good, or feeling more native kinship with the mutants of the future than your fellow students.

Sold Out (+200 CP): Normally food would be discovered in part of a building attached to the school. This is sufficient to let them survive - albeit barely - until the end of the manga. Now it seems there was a delay in a shipment and this food never arrived. Given there's only a day of school lunches, and whatever snacks the kids brought with them, you'll have to find a new source of food quickly, or maybe resort to cannibalism a fair deal earlier than Otomo's group. If you purchased **Canned Goods** they'll be somewhere out in the wasteland instead of starting with you, forcing you to hunt and track them down. **Supplies from Space** and **Snuck in Snacks** are unaffected but the former will likely arrive too late and the latter is far from sufficient.

If taken as an Adult this will turn off any automatic replenishment on your food supplies from this jump or outside of it, or any regular shipments of such, as well as any ability to simply create food.

Man Does Not Kill Man (+300 CP): You seem to have acquired a no killing rule. Like Sho you are absolutely unwilling to intentionally permanently maim or kill another human being. It's possible you do so - if you're fighting them with a pointy spear accidents happen - but you will always be trying to avoid killing them. And if they're not a clear and present threat to you, you can't even intentionally harm them, so once they are captured you won't be able to keep them in less than decent conditions.

Never Read It (+300 CP): You lose all metaknowledge of the Drifting Classroom, and forget everything that you might have known about the setting or what you were getting yourself into.

No Show (+300 CP): Sho Takamatsu realized his mother had put a future car into his backpack and thus arrived at school late making up with her. As such Sho Takamatsu is not at the school to lead the students or provide a link with the past. Given this link saved the entire school at least once be careful with this one.

Psychic Horrors (+400 CP): The bug monster born from Nakata's subconscious might be the single greatest danger the children faced in this world. And now you'll find that other students possess similar psychic powers which will prove a danger to you. And before you simply decide to kill all the children for safety, if you do you'll find that some may haunt you for it with their psychic powers or just that their deaths attract similarly psychic creatures from the wasteland. Taken as an adult you can rest assured some of these powers and horrors at least will be threats to you.

Torn Between Times (+400 CP): You weren't all the way in the school when it was transported through time. One of your arms and part of your head was left behind in the past. You have a nice little helmet to cover your missing eye socket and portion of your skull so you don't have to worry about something hitting your brain too easily. Still you're missing an arm and an eye, and perhaps worse you can still feel them, and with intense effort even see out of your eye. This wouldn't be too bad except that they'll probably be experimented on and tested due to the scientific curiosity and oddity of the still living disembodied arm and portion of a head. They won't do anything that will kill you, in fact they'll probably be safely stored, but they'll be poked and prodded your entire time here.

Yu Are Too Young (+400 CP): You're no longer reduced to a 6th grader's body. You're reduced to a 1st grader's. You've lost a lot of physical development, and you are locked down to their physical limits (even as an Adult) just like a Child is locked to a 6th grader's. You're still older than Yu at least and he survived. But Yu had everyone looking out for him because he was so young, and the 1st graders didn't fare so well.

Things Get Worse (+600 CP): Every time there seems to be a breath of hope for the kids things take a major and drastic turn for the worse. Now some of this is exaggerated - there was enough time for them to plant crops and the crops to grow, so there were some time skips we aren't really fully shown - but as a general rule things take major turns for the worse over and over again, and often in almost unfair manners. A squirrel with the black plague starts infecting people. They finally have things stable and the pool cracks in the bottom letting all the water drain out. They finally find a new source of water which has apparently been used by a surviving old style human for years and just then it gets destroyed by a newly forming volcano. Seriously, the luck of these kids is horrible.

Yours is now worse. You will find new, and terrible disasters awaiting you in your time here, ready to strike whenever you think you've got things somewhat stable. And these disasters will threaten your life and ability to successfully finish the jump no matter how powerful you are. They won't be guaranteed to be insurmountable, but you'll need luck, allies, and every bit of your wits if you want to survive to the end of this jump and even that might not be enough.

Taken as an Adult you may forgo the CP from this drawback to remove the cap on CP from drawbacks, as well as choose a role as if a child and receive discounts the same as a Child would. You'll still only get ½ CP from other drawbacks but otherwise have the benefits of a child.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Rewards

If you survived the gauntlet you will gain rewards; consider them a compensation for passing up 1000 free CP.

If you took the easy route and survived by killing off your fellow students you will gain the following special perk:

Sekiya's Successor (Reward): You are able to turn off your conscience, morality, and sense of guilt, dialing them down, or toggling them off. This won't keep you from turning them back on, and they automatically will if your normal self would do so, but things performed in this state will feel distant to you as if they were merely events you watched as a film or the like and not actions you performed yourself.

If you survived while attempting to help as many other students as possible survive - regardless of your level of success as long as you honestly attempted to preserve as many lives as possible - you will gain the following special item:

Yamato Elementary School (Reward): The school, and everything in it except the people which would normally be transported to the future at the beginning of the manga, is now yours. It may appear as a warehouse add-on, or insert itself into the jump at a point where you would need shelter or safety in the wilderness, simply appearing as if flung through dimensions. This school also represents a weak spot between dimensions.

If you survived while attempting to help as many other students as possible survive - regardless of your level of success as long as you honestly attempted to preserve as many lives as possible - and managed to get the school, or at least most of the students returned to the past you will gain the following special item:

Future Diary (Reward): This is a (school) child's notebook from 100 to 200 years into the future telling about around 3 months in their life. While not necessarily the most detailed, you will get a new notebook from the future at the start of each jump giving you an idea of how the world may look like in a century's time.

If you survived by simply abandoning the school and its students, and surviving alone without either trying to save them or kill them, you will gain the following special perk:

Wasteland Wanderer (Reward): You are now highly skilled at finding water and food in even the most desolate wasteland. You are able to recognize the smallest signs of water or food, and track them down through desolate wastes. You have also acquired a resistant to industrial toxins and poisonous waste, able to eat even the toxic organisms of this future Earth, or similar creatures.

If you took **Longer Stay** and managed to survive, as well as start a farm/garden or other basic area of old Earth biome which is capable of surviving and spreading on its own once you're gone to help the future Earth recover to being habitable by life compatible with humanity, you will gain the following special perk:

Seed of the Future (Reward): You find that your actions to restore the ecosystem, or habitability of damaged worlds to be bolstered. Any attempt you make to fix such damage simply goes better than it normally would.

If you took the higher level of **Longer Stay** and managed to survive, and managed to get a self-sufficient colony formed from the surviving students capable of theoretically repopulating the Earth you will gain the following special item:

Nation of Yamato (Reward): All members of your colony now may join you as a single follower group, any that die being restored at the beginning of the next jump. In addition the lands they have managed to colonize and hold will join you as either a pocket dimension (potentially attached to your warehouse as an add-on), or inserting into new jumps. If they are damaged or destroyed somehow they will be restored to their condition when they first joined you - that is their condition at the end of this jump - at the beginning of the next jump.

If you took Psychic Horrors and survived you will gain the following special perk:

Nightmare Recognition (Reward): Having survived the likes of Nakata's psychic projection of his nightmare, you may recognize other creatures which exist purely as psychic constructs drawn from the mind of others - whether wilfully or subconsciously. You can instantly recognize if a creature is not truly alive at all, but merely exists as the psychic projection of another's mind. This won't detect other magical illusions or the like, only those created by specifically psychic powers. You also have a rudimentary psychic sense for who is projecting such a creature, though it will take observation and someone who is aware and knows how could potentially hide from it.

If you took Torn Between Times and survived you will gain the following special perk:

Remote Control (Reward): If part of your body is severed from you, you may - with extreme concentration and mental effort - feel it, cause it to move, and control it as if it were still attached to your nervous system. This won't stop it from decaying or rotting, or becoming non-functional due to being effectively 'dead', but this control can extend between dimensions, gulfs of time (if you somehow travel to the future or past without the body part), or light years.

If you took Yu Are Too Young and survived you will gain the following special perk:

Preserving the Youth (Reward): The younger you are the more people around you seem to feel a need to protect you, or at least not harm you. If you were a pre-schooler in the midst of elementary school students in the midst of an apocalypse you could expect most of the students to be willing to come together and ensure you were safe and protected, and even the most pragmatic or black hearted wouldn't suggest killing you quickly to stop you from being a drain on food.

This functions based off of both your physical maturity and the difference between your biological age and that of those around you. If you're a human among elves, even if they're 50 and you're 22 this won't be doing much if they are the physical equivalent of a 10 year old at 50. Conversely if you're an elf among humans and you're 50 this won't help much with 22 year old humans even if it's the physical equivalent of a 10 year old. However if you're a 10 year old human among elves this would have a greater effect

towards elves than it would towards humans of the same physical maturity; that 60 year old elf might only be the equivalent of a 12 year old, but they'd probably be treating you like a 20 year old human would.

If you took No Show and Man Does Not Kill Man and survived while keeping as much of the class as possible alive while rising to the position of their leader you will gain the following special perk:

Leader (Reward): You possess the charisma of a leader, something that helps those around you accept you as a possible authority and someone everyone can agree to defer to. Some may just hate you, or be too selfish or ambitious to accept a common leader, but most people will look to you as a reasonable and acceptable authority figure until you have proven incompetent. You'd probably do very well running for public office in a representative democracy or republic.

If you took Things Get Worse and somehow managed to survive you will gain the following special perk:

Vacation (Reward): At the end of a jump, before the start of the next one, you may choose to be transported to an Eden-like version of the Earth uninhabited by humans, and well away from any predators that would attempt to prey on humans. You will be allowed 1 month here, with your companions and followers, to rest and recuperate. You can even bring along anyone from the jump you are leaving who is willing to join you on a 1 month vacation, returning them to the very moment they would have left at the end. If you want to end the vacation early you may do so simply by willing it. It is a new Eden-like version of the Earth each time, and you will always be placed in a pleasant climate and time of year.

Notes:

Jump by Fafnir's Foe

The existence of Concentration as a perk is not meant to imply you require it to survive the bug monster by thinking chair thoughts like the kids did. It is there in case you feel you need it to survive by thinking chair thoughts like the kids did.

Changelog:

Version 1.0.0: Released.